WORLD SOCCER

Winning Eleven

INTERNATIONAL

6

™

EVERYONE

CONTENT RATED BY ESRB

UMBRO

KONAMI®

www.konami.com/usa

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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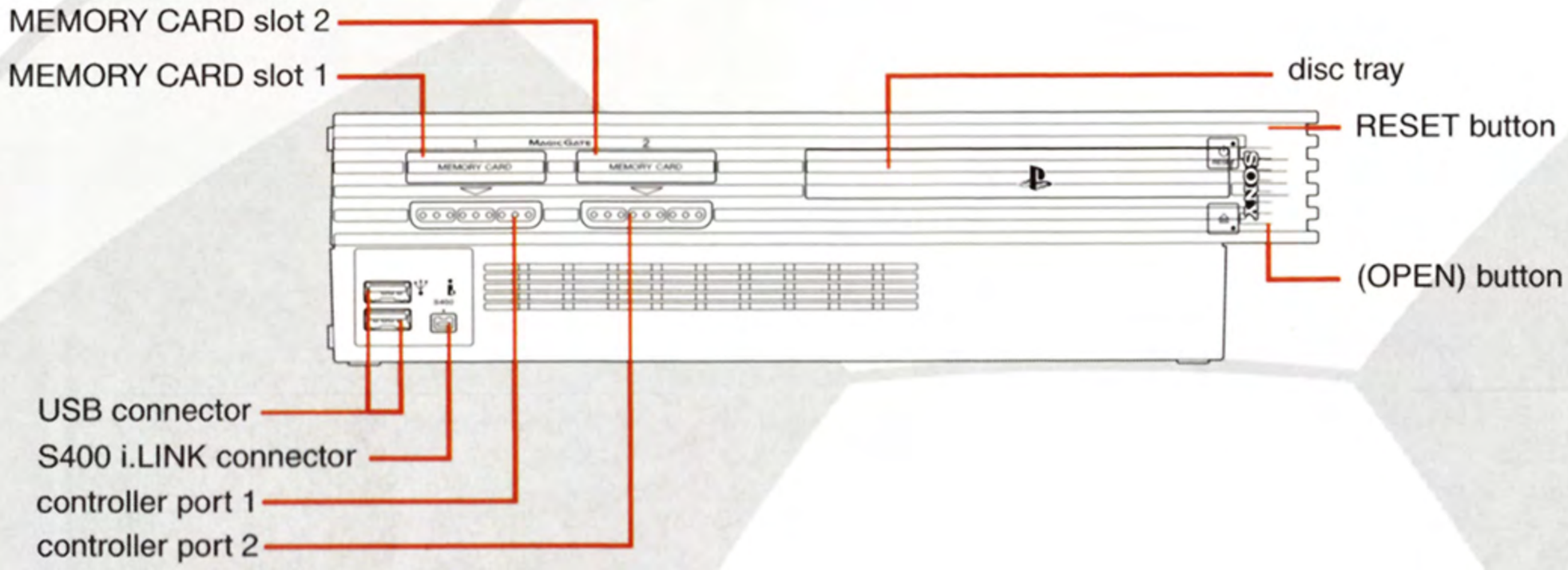
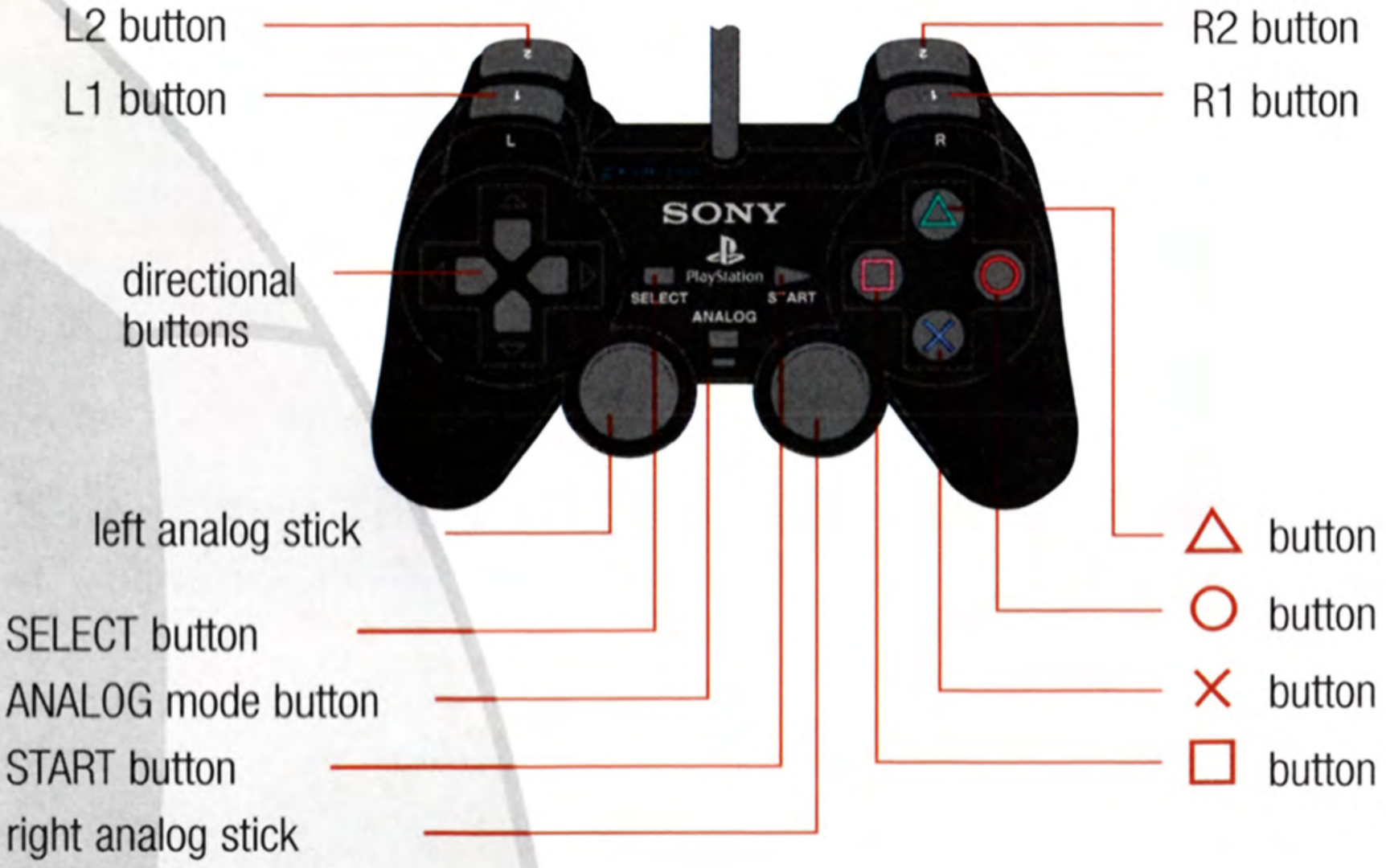
GETTING STARTED



1. Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Attach game controllers and other accessories, as appropriate.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
3. Press the ⏻ /RESET button. When the ⏻ indicator is green, press the ⏏ button. The disc tray opens.
4. Place the **WINNING ELEVEN 6™** disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray closes.
5. Follow on-screen instructions and refer to this manual for information on using the software.

DUALSHOCK®2 Analog Controller Configuration



Winning Eleven 6 supports the standard controller, the DUALSHOCK®2 analog controller, and the DUALSHOCK® analog controller. For 1-player games, the controller should be connected to controller port 1. For 2-player games, controllers should be connected to controller ports 1 and 2.

DUALSHOCK®2 Analog Controller

When the ANALOG mode button is set to ON and the mode indicator (red LED light) is on, direction commands can be executed using both the left analog stick and the directional button. When the mode indicator is off, direction commands can only be executed with the directional button.

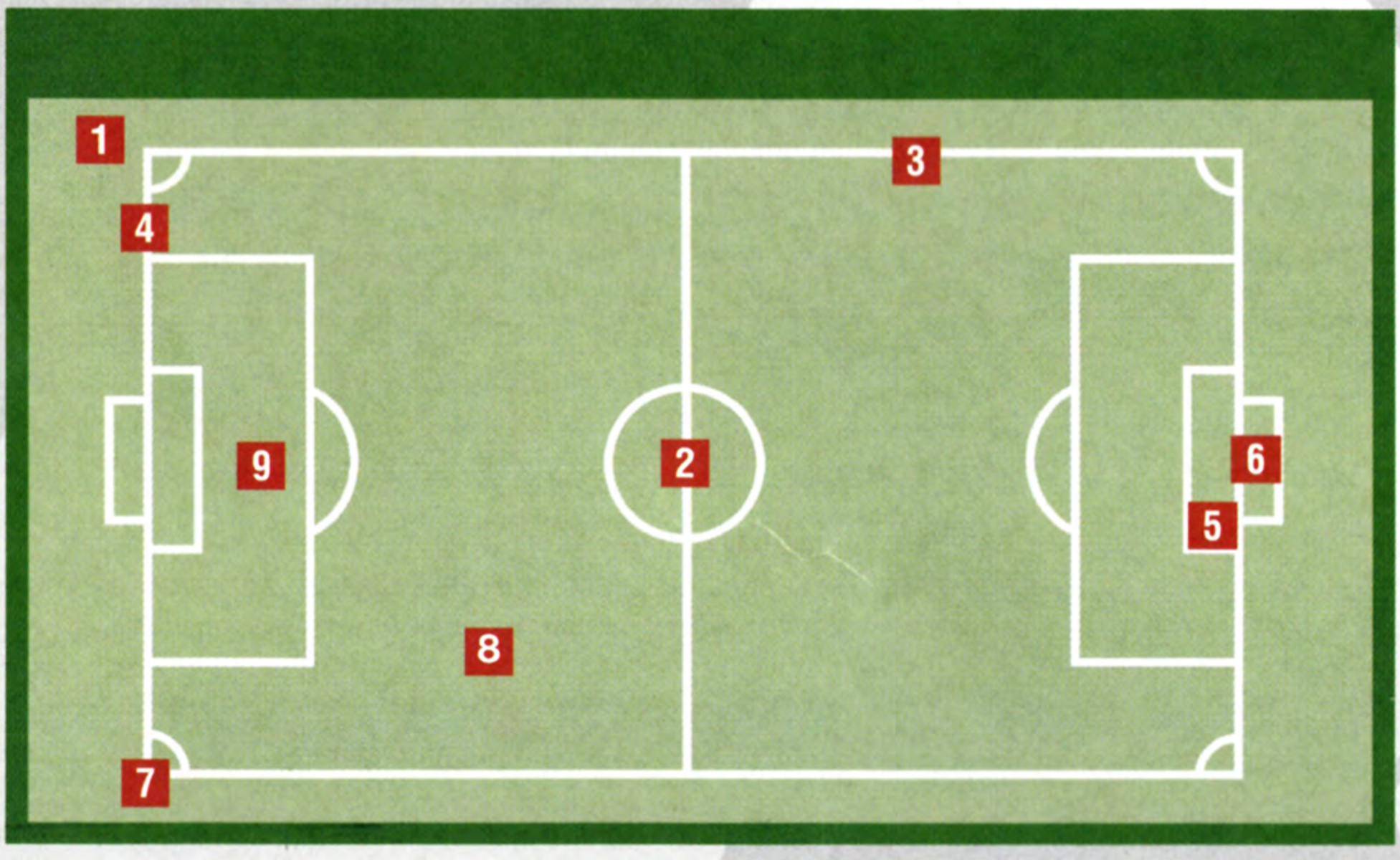
RULES OF PLAY

Rules of Play

Game rules are the same as normal soccer rules.

Pitch Terminology

1. Field (the pitch and surrounding area)
2. Center circle
3. Touch line
4. Goal line (End line)
5. Goal area
6. Goal
7. Corner area
8. Pitch
9. Penalty area



Match Time

The playing time for each match can be set at 5, 10, 15, 20, 25 or 30 minutes. Match times can be changed using the Environment Settings in each Game Mode.

Extra Time

Depending on the Game Mode, extra time following the golden goal format/penalty shootouts may take place. It is possible to enable/disable extra time, golden goals and penalty shootouts when playing Exhibition Matches.

Yellow Cards/Red Cards

Players issued two yellow cards during the same match will be sent off. Players issued a red card will be sent off immediately. Players who accumulate a total of two or more yellow cards or one red card cannot play in the next match.

Offside

An offside is called when an attacking player is closer to the goal line than the defense line of the opposing team at the moment the ball is passed. The game is restarted with a free kick by the opposing team.

Max. no. of substitutions

The number of substitutions that can be made per match can be set at between 3 and 7 players for Exhibition All Star Matches. For Cup matches and League matches, the maximum players that you can change will be 3. In the Master League matches, normal matches are 3, but for pre-season matches, the max number of subs will be 7.

Out of Play

"Out of play" refers to times when the game is stopped immediately prior to corner kicks, free kicks, goal kicks and penalty kicks, etc. Player substitutions decided while the match is in progress will take place when the ball is next out of play. If you change players during middle of a match, the substitute will come in when the ball goes out of play.

RULES OF PLAY

Injury

By altering the settings it is possible to determine whether or not players receive injuries from sliding tackles or other aggressive play. Injuries can be slight or serious and are indicated on the screen by yellow and red crosses respectively.

Players with slight injuries may continue to play in the match, but their performance levels will be drastically reduced. Players with serious injuries will not be allowed to continue in the match and are sent off the pitch immediately. In League, Cup and Masters League tournaments, slight injuries may take several matches to heal properly. A "recovering" icon may be displayed while a player is recovering from a slight or serious injury. The ability of players with this icon is reduced, although not as much as for a slight injury. Players sometimes appear with a "recovering" icon from the start of the game. This icon may disappear after several consecutive League games, Cup games or Masters League games, but will remain when playing in Match Mode or Training Mode.

Slight injury

Recovering from a slight injury

Serious injury

Recovering from a serious injury

Multi-Play

Competitive or cooperative multi-play is possible using additional controllers (sold separately) and multitaps (for PlayStation®2) (sold separately). Connecting a multitap (for PlayStation 2) to controller port 1 or controller port 2 makes it possible to attach controllers to controller ports 1-A, 1-B, 1-C, 1-D and controller ports 2-A, 2-B, 2-C and 2-D, enabling a maximum of eight people to play simultaneously.

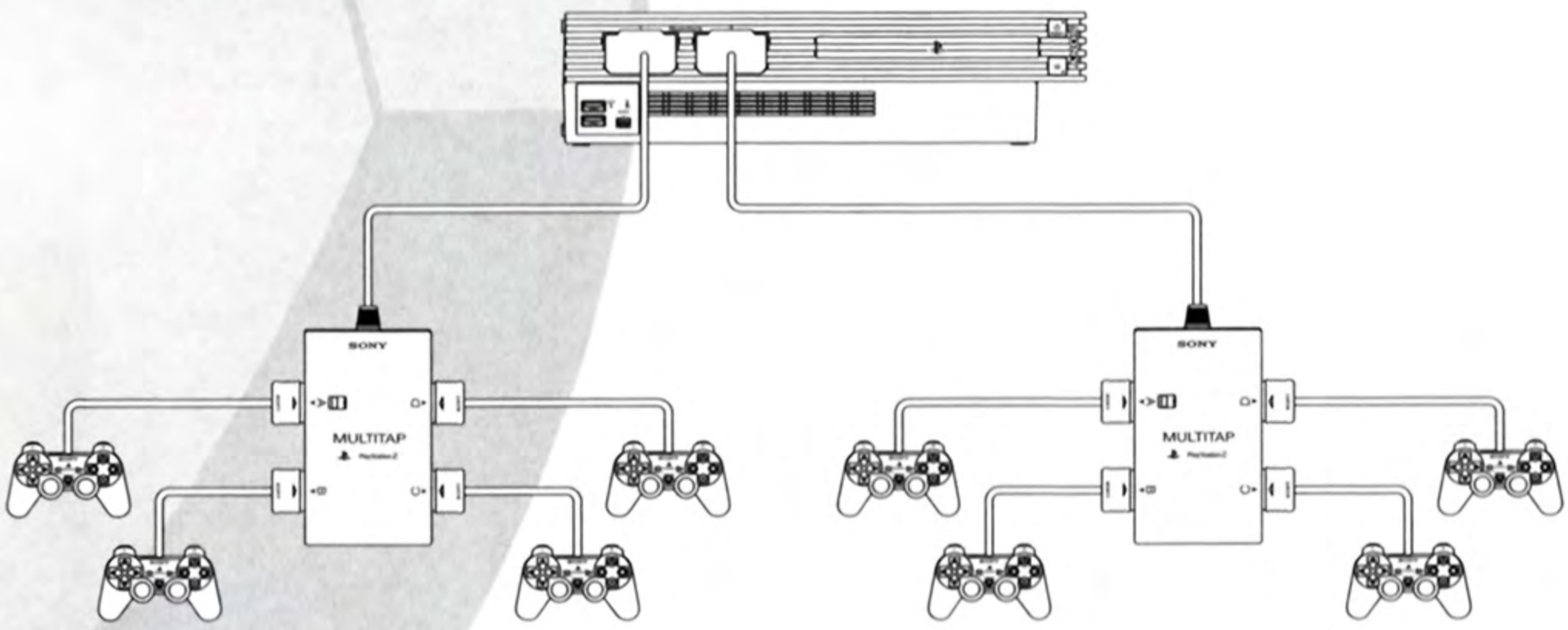
* The multitap (for PlayStation®2) is connected to controller port 1 and/or controller port 2 on the Console.

Items Necessary

2 players:	2 controllers
1 to 4 players:	1 controller per player and one multitap (for PlayStation®2) (sold separately).
5 to 8 players:	1 controller per player and two multitaps (for PlayStation®2) (sold separately).

Precautions When Using the Multitap (for PlayStation®2)

When connecting the multitap (for PlayStation®2), always plug a controller into controller port 1-A or 2-A before plugging the remaining controllers into controller ports 1-B, 1-C, 1-D, or 2-B, 2-C and 2-D. The use of controllers other than those supplied with the Console or authorized by Sony Computer Entertainment, Ltd. is not recommended.



GAME CONTROLS/Basic Controls

Analog Controller (DUALSHOCK®2)

Please note that throughout this manual all references and actions attributed to the Directional buttons, also apply to the left analog stick.

Attack! Basic Offense Controls

Defend! Basic Defense Controls

Dribbling

Dribbling

Dribble: Press the directional button when the ball is at your feet.
Jump: When an opponent executes a sliding tackle, press the R2 button.
Turn and kick: When changing directions, press the R2 button to kick the ball a long distance.
Stop the ball: Release the directional button and press the R1 button to stop the ball's movement when dribbling.

Dash dribble

Dash dribble: Press the R1 button when dribbling. Press the directional button twice in the required direction to give the ball a powerful kick.
Super high-speed Dribble: When dribbling, hold down the R1 button.
High-speed dribble: Press the R2 button while dribbling. This technique is slower than a super high-speed dribble, but allows for better ball control.
Low-speed dribble: Let go of the Directional button while Dribbling.

Feints

Feint: Press the L1 button rapidly while you're performing a dribble.
Quick feint: Press the R2 button rapidly while you're performing a dribble.
Both foot feint: When controlling players with this ability, push the left analog stick/press the directional button forward/right and forward/left repeatedly in relation to the direction the player is dribbling.

Passing

Short passes

Short pass: Press ⊗ button to make a pass in the direction the directional button is being held.
Heel pass: Press the directional button in the opposite direction to that in which the player's body is facing, and then immediately press the ⊗ button to execute a heel pass.
Direct short pass: Press the ⊗ button immediately before trapping the ball to execute a direct short pass in the direction the directional button is being held.
Through pass feint: Without pressing the directional button, press the R1 button immediately before trapping the ball to allow the ball to run through the player's legs.
Kick: Press the R1 button or R2 button immediately before the ball is trapped to execute a powerful kick.

Long Passes

Long pass: Press the ◉ button to send a pass in the direction that the directional button is being held. The length of the pass depends on the length of time the ◉ button is held.

Direct long pass: Press the ◉ button immediately before trapping the ball to send a long pass in the direction that the directional button is being held.The length of the pass depends on the length of time the ◉ button is held.

Change sides: Send a long pass to the opposite wing by holding the directional button in the desired direction and pressing the ◉ button.The length of the pass depends on the length of time the ◉ button is held.

Through passes

Through pass: Press △ button to make a pass to the direction you're selecting with the directional button.

Direct through pass: Press the △ button immediately before trapping the ball to send a through pass in the direction that the directional button is being pressed.

Fly-thru Pass: Press L1 and △ button to perform a fly through pass with the directional button.

Centering

Center to the far side: Press ◉ button once. In case there are more than 2 players waiting for the cross, the player further away will hit the cross.

Center to the near side: Press ◉ button twice. In case there are more than 2 players waiting for the cross, the closest player will hit the cross.

Center with a grounder: Press the ◉ button three times. Or, press the ✕ button when facing the end line inside the opponent's penalty area or to either side of it.

High trajectory: Press the R2 button when centering the ball to increase the height of the trajectory.

Early cross

Early cross: Hold down the L1 button and press the ◉ button to execute an early cross. This is effective not only in the opponent's half but anywhere on the field.

One-two passes

One-two pass: Hold down the L1 button and press the ✕ button to send a short pass, pressing the △ button immediately before your team mate receives the ball to execute a return pass.

Fly 1-2 pass: Press the ✕ button while holding down the L1 button to execute a short pass, and then press the ◉ button immediately before the team player traps the ball to execute a return pass.

Pass and go: Press the R2 button immediately after passing the ball to make the player who passed the ball sprint forward.

Manual passes (analog passes)

Manual pass: Passes a low ball in the direction the right analog stick is being pushed. The power in the pass depends on the length of time the right analog stick is held.

Manual long pass: Hold down the L1 button and push the right analog stick to send a long pass in the direction the analog stick is being pushed. The power in the pass depends on the length of time the right analog stick is held.

Shooting

Shoot: Press the ▢ button to shoot. The height of the shot depends on the length of time the button is held. While the gauge is displayed, press left/right on the directional button to alter the direction of the ball.

Direct shot: Press the ▢ button with the ball in the appropriate place to execute heading shots/ volley shots.

Shot feint: Fake a shot on goal by pressing the ▢ button and then pressing the ✕ button while the gauge is displayed. This is easier if the ▢ button and ✕ button are pressed almost simultaneously.

Loop shot

Loop shot: Hold down the L1 button and press the ▢ button to fire a shot over the goalkeeper's head.

Loop shot 2: Hit a low loop shot by pressing the ▢ button and then pressing the R1 button while the gauge is displayed.

Defense

Pressure

Applying pressure: Press the ✕ button when an opponent is in possession of the ball to move closer to the ball or to extend a leg for the tackle. Use this together with the R1 button to dash towards the ball.

Pressure 2: Press the ■ button when an opponent is in possession of the ball to make the team mate closest to the ball after the player being operated, apply pressure.

Sliding tackle

Sliding tackle: Use the directional button when an opponent is in possession of the ball to move closer to the ball, and then press the ● button to execute a sliding tackle. A clearance will be executed if the ball is in the air.

Clearance

Clearance: Press the ■ button when the ball is in your own team's possession to execute a long clearing pass forward.

Goalkeeper

Moving the goalkeeper out of the goalmouth:
Press the ▲ button when an opposing player has possession of the ball to make the goalkeeper sprint towards the ball.

Offense/Defense Controls

Stop: Press the R1 and R2 buttons together when a player is automatically chasing a ball to make them give up.

Airborne balls: Use the R2 button and the directional button to control players when the ball is in the air.

Switch between controlled players: Press the L1 button.

GAME CONTROLS/Defense Controls

Activate/cancel strategies (when in Manual Mode):

L2 button + ○ button: Activate/cancel strategies set for the ○ button.
L2 button + ✕ button: Activate/cancel strategies set for the ✕ button.
L2 button + △ button: Activate/cancel strategies set for the △ button.
L2 button + □ button: Activate/cancel strategies set for the □ button.
Activate/cancel strategies (when in Semi-Auto Mode): Press the L2 button.
Attack/Defense level: L2 button + R1 button: Move the Attack/Defense Level towards Attack. L2 button + R2 button: Move the Attack/Defense Level towards Defense.
ANALOG mode button: Enable/disable the left/right analog sticks (analog mode ON/OFF)
Mode Indicator: The analog mode is ON when the LED is illuminated (does not support controller vibration function).

*The Tutorial in Training Mode also gives an explanation of game controls.

GAME CONTROLS

Set Plays

Corner kicks

Corner kick: Press the ◯ button when taking a corner kick to center the ball to a team mate in the goal mouth. While the gauge is displayed, press left/right on the directional button to curve the ball and up/down to alter the trajectory of the ball.

Short corner kicks: Press the ✕ button when taking a corner kick to execute a short pass to a nearby team mate.

Free kicks

Short pass: Press the ✕ button when taking a free kick to execute a short pass in the direction that the directional button is being held.

Long pass: Press the ◯ button when taking a free kick to execute a long pass in the direction that the directional button is being held. While the gauge is displayed, press left/right on the directional button to curve the ball and up/down to alter the trajectory of the ball.

Through pass: Press the △ button when taking a free kick to executea through pass in the direction that the directional button is being held.

High trajectory: Press the ◯ button while holding down the R2 button when taking free kicks to increase the trajectory of the ball.

Low trajectory: Press the □ button while holding down the R2 button when taking free kicks to decrease the trajectory of the ball.

Shots: Press the □ button to take a shot. The height of the shot is indicated by the length of the gauge. While the gauge is displayed, press left/right on the directional button to curve the ball and up/down to alter the trajectory of the ball.

Defending Free Kicks

When the opponent approaches to take the freekick, enter the following buttons for your defense players to conduct the following.

□ Button: The wall jumps

✕ Button: The wall does not jump

R1Button: 1 or 2 players will come running forward, but for others, they will jump.

Throw-ins

Short throw-in: Press the ✕ button when taking throw-ins to throw the ball in the direction that the directional button is being held.

Long throw-in: Press the ◯ button when taking throw-ins to throw the ball in the direction that the directional button is being held.

GAME CONTROLS

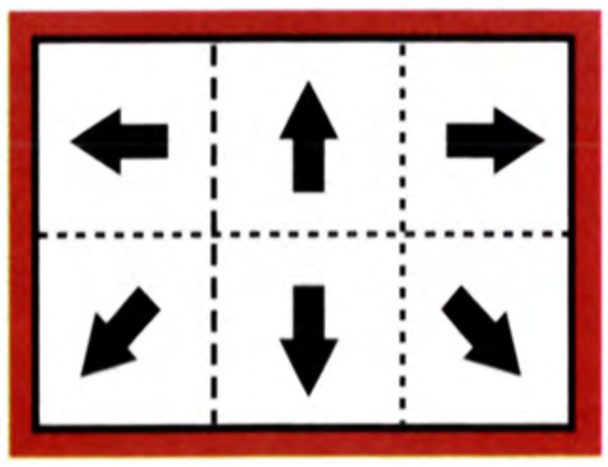
Penalty Kicks/P.K. Matches

A maximum of six directions can be selected for the goalkeeper/kicker.

Directional button directions: For a diagonal, press left/down or right/down on the directional button.

Kicker: Press the ■ button to kick the ball in the direction the directional button is being held.

Goalkeeper: Decide on the expected direction of the shot before it is kicked and hold down the corresponding directional button.



Replays

Play: △ button

Play (while the button is held down):
Directional button →

Reverse play (while the button is held down):
Directional button ←

Fast play/Reverse play:
Right analog stick →/Right analog stick ←

Pause: ⊗ button

Fast forward: △ button + directional button →

Rewind: △ button + directional button ←

Advance frame: ⊗ button + directional button →

Rewind frame: ⊗ button + directional button ←

Beginning of replay: ⊗ button + L2 button

End of replay: ⊗ button + R2 button

Change view: ○ button

Change view: Left analog stick

Save: ■ button

Controls display ON/OFF: SELECT button

End replay: START button

Rotate camera: L1/R1 buttons

Switch players: L2/R2 buttons

Zoom in: Directional button ↑

Zoom out: Directional button ↓

GAME MODES/Player Settings

When each Mode is selected, a Setup Screen is displayed. Use the directional button to select options, the ⊗ button to enter the selection and the △ button to cancel.

1. Allows cursor change set up.

2. The game is played with COM support.

3. The actual game is played by the COM, but the player sets up and executes team formation and strategy. Player settings can be changed before the game starts. COM cooperation is possible in League Mode, but it is not possible for players to compete against each other. The same applies for Cup matches played in 1-player mode. Settings are saved in the Option File. Player Settings for multi-player games in Cup Mode are only valid for the game in progress and cannot be saved.

Cursor Change Speed

Use the L1 and R1 buttons to set the speed for switching the cursor displayed above the players' heads during a game. In Manual Mode, the player switches the cursor themselves. In Semi-Auto Mode, the cursor change speed can be set at eight different levels ranging from Slow to Fast.

GAME MODES/Environment Settings

Team Selection

Select the teams that are to take part in the match. Use the ⊗ button to enter the selection, the △ button to go back and the □ button to select the teams randomly. In Cup Mode and League Mode, the △ button resets all teams.

Environment Settings

Level

Select one of five difficulty levels, from Easy (*) to Hard (*****). The Masters League is equipped with separate Masters League difficulty level settings.

Conditions

Set each team's condition.

Max. no. of substitutions

Set the number of players that can be brought on as substitutes during the game.

Stadium effects

Set the effects that occur in the stadium during the game, such as the release of flares, etc.
* Flares cannot be released regardless of the “Yes/No” setting if players from the Japan national team are playing and depending on the stadium.

Stadium

Select the stadium in which the match is to be played.

Commentary stance

Neutral: Commentary favors neither the home or away teams.
Player: Commentary focuses on the player team. During 2-player games, commentary reverts to “Neutral”.
Home: Commentary focuses on the home team.
Away: Commentary focuses on the away team.

Support stance

Home & Away: Crowd supports the home team.
Derby: Crowd supports both home and away teams.
Neutral: Crowd supports no particular team.
Player: Crowd supports the player's team. During 2-player games, support reverts to "Neutral".

GAME MODES/Match Mode

Match Mode (Exhibition Match/P.K. Match)

Select any team and play a single match. For P.K. matches, set the sequence in which the players take the shots. For National Team Exhibition Matches and National Team P.K. Matches, a national team can be selected from any one of 56 different nations. For Club Team Exhibition Matches and Club Team P.K. Matches, select any Club Team from the list of 40 available teams. For All Star matches, select either the Euro Elite or World Elite. Team data used in the Master League will be loaded for Master League Data Matches.

Master League Data Matches

Play a match using Master League Data that has been previously saved. The loaded Master League teams are known as Team 1/ Team 2. There are three options available for the match card: Team 1 vs. Team 2, Team 1 vs. Club Team, and Team 1 vs. ?????, The Team 1 vs. ????? option can only be selected once certain conditions have been satisfied. Edited Club Team Data for Team 1 and Team 2 can be loaded prior to loading the Masters League Data.

Team 1 vs. Team 2

Select the Edited Club Team Data to be used with Data 1
Edited Club Team Data is saved in the Option File. Edited Player Data will not be loaded. Use MEMORY CARD slot 1
Current status
Load Edited Club Team Data
Default

Loading Team 1: Use MEMORY CARD slot 1 (1-A).
Load Edited Club Team Data *1
Load Master League Data

Loading Team 2: Use MEMORY CARD slot 2 (2-A).
Load Edited Club Team Data *1
Load Master League Data

Proceed to the Player Settings Screen.

Team 1 vs. Club Team/Team 1 vs. ?????

Loading Team 1: Use MEMORY CARD slot 1 (1-A).
Load Edited Club Team Data *1
Load Master League Data

Proceed to the Player Settings Screen.

*1 The flag, strip and team information will be loaded, and are only effective for the current match. Player Data will not be loaded.

MEMORY CARD slots

When loading Masters League Data, MEMORY CARD slot 1 (1-A) is used for Team 1 and MEMORY CARD slot 2 (2-A) is used for Team 2. The MEMORY CARD slots are not only used for loading Edited Club Team Data and Master League Data, but also when Formation Setup is accessed immediately before the game starts or from the Pause Menu while the game is in progress.

GAME MODES/League Mode

Select 16 nations to take part in a round robin tournament against the COM for a full season (30 games) or a half season (15 games). Extra time and penalty shootouts do not take place. Formations created here can be used for subsequent games by selecting "Formation"/ "Stock Current Formation" on the Pause Menu. "Stock Current Formation" can also be selected from the Setup Menu before starting the game. Formation data is saved in League Data.

Information Screen

Ranking:	View team rankings table, goals and other information.
Match Results:	View the results of all matches.
Match Table:	View the win and loss record of past opponents.
Consecutive Wins:	Shows each team's win/loss record in a win), loss, draw format.
Ranking Transitions:	Select a team to view the ranking changes for that team.
Team Information:	View win percentages, for/against goal totals, player score totals/ injuries and other information for each team.
Goal Rankings:	Displays the top 32 goal scorers.
Assist Rankings:	Displays the top 32 goal assists.
Schedule Table:	View the opposing teams for the next season and the results of their past games.
Next Match Card:	View a list of all next season's matches.

Icons Used in League Mode, Cup Mode and Master League Mode

Points:	Points gained	×:	Loss
Wins:	Games won	△:	Draw
Losses:	Games lost	↔:	Directional button
Draws:	Games tied	↑↓:	Scroll left/right with the directional button
Goals for:	Total number of goals scored		
Goals against:	Total number of goals scored by opposing teams	L1 L2:	Turn page
		⊗:	Enter
Yellow:	Number of yellow cards	△:	Cancel/Previous screen
Red:	Number of red cards	SELECT button:	Help
○:	Win	START button:	Menu

Options Settings Used in League Mode, Cup Mode And Master League Mode

Game Data Auto Save: Automatically saves Cup, League and Masters League Data when the game is finished. It is necessary to create Save Data for each mode before the Game Data Auto Save function can be activated.

Level: Sets the difficulty level (Easy to Hard) for the game.

Stadium Effects: Set the effects that occur in the stadium during the game, such as the release of flares, etc.

* Flares cannot be released in certain stadiums regardless of the “Yes/No” setting.

Strip Selection: Select the team’s strip before the game starts.

GAME MODES/Cup Mode

(International Cup, European Cup, Africa Cup, America Cup, Asia Cup, KONAMI-UMBRO Cup)

In the International Cup tournament, 32 countries are split into 8 groups of 4 teams each and take part in a round robin qualifying tournament. The top 16 teams qualify to take part in the main tournament. In the KONAMI-UMBRO Cup, between 3 and 16 teams take part in a round robin tournament (with no extra time) or a knockout tournament (with extra time). Setting the tournament format to "Group League" enables a maximum of 32 teams to enter a preliminary round robin tournament (no extra time), with the winning teams playing against each other in a championship tournament (with extra time). Teams are selected from each region for the Africa Cup, America Cup and Asia Cup, and these teams then take part in a tournament. In the European Cup, 16 countries are split into 4 groups of 4 teams each to take part in a round robin qualifying tournament. The top 8 teams qualify to take part in the main tournament.

Ranking Table, Match Table, team information, goal rankings, assist rankings and Schedule Table are the same as for League Mode (see P.20).

Cup Tournaments

International Cup (knockout tournament)
European Cup (knockout tournament)
Africa Cup
America Cup
Asia Cup
KONAMI-UMBRO Cup (knockout tournament)

Rankings, match cards, team information, goal rankings, assist rankings and schedule are the same as for League Mode (see P.20).

Group League Tournaments

International Cup (qualifying group league) European Cup (qualifying group league) KONAMI-UMBRO Cup (qualifying group league)

The top two teams in each group proceed onto the final knockout tournament.

Rankings, match cards, team information, goal rankings, assist rankings and schedule are the same as for League Mode (see P.20).

Round Robin Tournaments

KONAMI-UMBRO Cup (round robin tournament)

Rankings, match cards, team information, goal rankings, assist rankings and schedule are the same as for League Mode (see P.20).

Home and Away Format

In tournaments with a home and away format, each round includes two games–one home and one away game. When both games result in a draw, the total number of points for the away games are doubled (away game doubling format). If this fails to produce a winner, extra time and then penalty shootouts are played to decide the winner. The home and away format can be set at ON/OFF for the Africa Cup, the America Cup, the Asia Cup and the KONAMI-UMBRO Cup.

Master League Mode

In Master League mode, the player may freely recruit players to form a team. The Master League is split into Division 1 (16 teams), Division 2 (16 teams) and Division 3 (8 teams). The player's team competes against COM teams in a round robin league format. Promotion and relegation depend on each team's overall results at the end of the season. Points are earned by winning games, and these points are used for to acquire players and pay player salaries.

Player's Team

No matter what team is selected, team members cannot be changed at the beginning. Build up the desired team by negotiating to acquire players and releasing unwanted players. The number of players registered on each team can be a minimum of sixteen or a maximum of forty. Applications for acquisition negotiations can only be issued for a maximum of six players at any given time.

Game Over

The game is over when the player's points drop below zero or the number of players on the team falls below sixteen.

Tournament Card: The tournament card shows the Cup matches to be played during the season.

Red team names: D1

Blue team names: D2

Schedule: This is an integrated schedule of all league matches and cup matches.

Team Management

This screen is used to carry out team management.

Formation: This sets up the basic formation of the team. Any changes made here will affect the match in progress.
Negotiations: Perform negotiations with players and other teams in order to acquire new players and renew expired contracts or cancel existing contracts.
Transfer Information: Provides information on transfers made by all teams. This screen can be accessed when a transfer is carried out.
Team History log: Displays the history of the player team.
Team Training: Carry out Free Training with the player team.
Modify player Number: Change the player numbers of team members.
Edit Club Teams: Change settings for the Master League club teams.
Training Promising players: Change the ability levels of potential players.

Options

Alter game settings: Set whether the COM team can acquire retired players or not. Also, able to change difficulty level, stadium effects, uniform selection and adjust Autosave setting.

Negotiations

In order to acquire players, negotiations must be carried out with the player in question and the team to which the player belongs. Negotiations to extend existing contracts with players on the player team must also be carried out during the off season. Applications for negotiations are issued by the player team but may also be received from COM teams.

Negotiation Process

Applying For Negotiations

1. Apply for negotiations: Select the desired player and then select whether to negotiate for a transfer or a loan transfer. Once the application has been submitted, the points in the "IN" field can be adjusted.

2. Loan Transfer <IN>: Adjust the negotiation points and submit them to the relevant player/team. Details specified here can be changed up until proceeding on to the next game.

3. The details of the negotiations will be fixed once the next game is started, and a response to the application will be received. If the negotiations are successful, the player in question will be available to play immediately.

When an application for negotiations is received

When an application for negotiations is received from a COM team, the player and team concerned will appear in the <OUT> field. Check the number of points that are being offered for the player, and then decide whether or not to proceed with the negotiations.

The details of the negotiations will be fixed once the next game is started, and a response will be delivered to the COM team. If the negotiations are successful, the player in question will be transferred to the COM team and will be available to play immediately.

When an application for contract renewal negotiations is received

Negotiations must be carried out to renew expired contracts during the first negotiation period in the first half of the off season. Contracts for all relevant players will be automatically renewed if no action is taken at this point, and players for whom negotiations are suspended will be discharged from the team. There may be cases where players refuse a contract renewal if they do not accept the points offered.

Symbols Used In Negotiations.

The following symbols may be displayed in front of a player's name during negotiations.

Negotiations in Progress: Displayed beside the names of players for whom negotiations are currently underway, and immediately after they have been transferred. If the name of the player is dark, applications for negotiations cannot be made by the player team.

Loan Transfer in Progress: Displayed beside the names of players who are on loan from or to other teams. Applications for negotiations with players who are on loan cannot be made, and they cannot be discharged from the player team.

Promising Player: Displayed beside the names of players with potential for development/ training. It is possible to train these players while this mark is displayed next to their names.

Acquiring Created Players

Created players can be acquired for use in the Masters League. It is possible to add created players to the team selection column on the player selection screen in Negotiations. Created player data added to a team will be stocked as saved Masters League Data. This prevents the acquired player from being affected by any future editing. It is possible to make changes to such players by creating a new player incorporating the changes and acquiring them. A maximum of 40 edited players can be stocked as saved Masters League Data.

Editing Club Teams

It is possible to edit Club Team names, strips, flags and other details.

Modify Player Numbers

Player numbers can be freely modified. See P.30 for further details.

Training

It is possible to carry out free training for the player team. In the Masters League, the weather for a season will not change no matter how many times training is carried out. See P.28 for further details on Free Training.

Training Promising Players

Once a promising player has been acquired, it is possible to train that player. Points earned from winning matches can be allocated to increase the various ability levels of the player and improve his performance. After a fixed amount of time has elapsed, further training will no longer be possible. Promising players are sometimes displayed in the Non-Contracted Frame.

Advice on Avoiding Game Over

Applying for negotiations without a firm plan in mind may result in the number of points being paid out exceeding the number of points possessed. It is recommended that the player keeps a close eye on the number of points remaining.

See the section on Continuing A Saved Game (P.36) for details on continuing games using data saved to a memory card (8MB) (for PlayStation®2).

GAME MODES/Training Mode

Training Mode
(Free Training, UMBRO Pro Training Center, Tutorial)

Teams
Choose a team to train.

National Teams
Carry out training with national teams.

Club Teams
Carry out training with Club Teams.

Load Master League Data
Load a team used in the Master League for training purposes. Select the conditions under which training will take place before loading the data.

Current conditions: Training is carried out under current conditions, without loading the Option File.
Load Edited Club Team Data: Load data from the Option File.
Default: Use the default settings for flags and strips, without loading Edited Data.

Free Training
Practice a wide range of techniques, including shots on goal, free kicks and set plays. Player team members can also be divided into Red and White teams for free training purposes.

Environment Settings

Fouls
Set whether fouls will be called or not.

Offside
Set whether offside judgments will be made or not.

Out of Play
Set which side will restart the training when the ball goes out of play.

UMBRO Pro Training Center

Practice the strategies used in actual games. High goal scores will appear in the rankings. Rankings can be saved on the memory card (8MB) (for PlayStation®2) to be loaded and improved upon during later training sessions. (The Auto Save function in UMBRO Pro Training Center Settings saves only the updated rankings and the camera type.) Camera types for each event can be saved as UMBRO Pro Training Center Data (they cannot be saved in the Option File).

*The first position set will be displayed on the player nameplate during the UMBRO Pro Training Center. In the Ball Possession event, the player's current position will be displayed.

Tutorial

Explains the basic controls used during matches. Press the appropriate buttons as directed to learn the controls used to produce each technique.

Saving in Training Mode

The environment settings for Free Training are saved in the "Winning Eleven 6™" Option File. The rankings and camera settings for each event in UMBRO Pro Training Center are saved on the memory card (8MB) (for PlayStation®2). (The Auto Save function can be turned ON/OFF using Settings on the UMBRO Pro Training Center menu.)

Edit Mode

In this mode, players can be created, edited and registered, and club teams, flags, strips and names can be edited. Created Player Data and Club Team Data may also be copied from a friend.

Modify Players

Modify player names, physical appearance, ability and other parameters. Created players whose nationality is set to "Free" will assume the nationality of the national team to which they are registered, so their nationality cannot be created here. Also, the real Commentary Names assigned to the players included in the game cannot be created.

Edited Player Creation

Creating Players.

1. Select Create Player to display the creation screen.
2. The player first displayed does not have an assigned name or nationality. Specify the required details for each field to create the player. Select "Base Copy" at the beginning of the process to create a player based on an existing player.
3. After all of the parameters have been set, the player is "stocked."

Stock the created player in any of the empty Non-Registered Player locations between 1 and 8 in the Edit column. Players who have been stocked can be registered in a team using the Player Registration function on the main menu, making them eligible to play in actual games. See the Player Registration (P.31).

Player Name

Enter the name of the player. Players who have not been named cannot be stocked.

Select Player Commentary Name

Select the name that the player is to be called by the commentator during matches. When "Player Number" is selected, commentary is carried out based on the player's shirt number.

Position Settings

Each player can be assigned a maximum of three positions. Players who are able to play in several positions will be displayed in the first position set during matches, etc. If the Player is used in the position where he is not set here, his abilities in during the match will decrease.

Appearance Settings

Set the player's physical features. The player's default nationality is "Free".

Ability Settings

Set player ability levels. Values between 1 and 99 can be assigned for each ability field.

Special Ability Settings

Each player can be assigned several Special Abilities.

Deleting Created Players

Players who have been registered in teams cannot be deleted. To delete registered players, use the Player Registration function to return them to the Created Player Frame.

Player Registration

Registering players with teams

1. Use the Player Registration screen to register stocked players with teams.
2. Align the cursor with a stocked edited player, and press the ⊗ button to enter the selection.
3. Select the team of the player whom the stocked player is to replace. Press the ⊗ button to complete the registration process and enable the stocked player to play in actual games.

*Select the same team for steps 2 and 3 to switch players within the team.

Player Name Colors

Player names are color-coded according to their selection status (the same colors are used when selecting All Star players).

White, Blue: Player can be selected

Grey: Player cannot currently be selected.

Modify Player Numbers

Set player numbers. If a number that is already being used in the team is assigned to a second player, the two players concerned will exchange numbers.

All Star Selection

1. Select the Euro Elite and World Elite teams. First decide which Elite team to select and then decide on the players who are to be eliminated.* Press the □ button at this point for a random selection. Press the △ button to clear all selections (return to the original settings).
2. Select the players who are to be added to the team. Select players from European teams for the Euro Elite team and players from teams outside Europe for the World Elite team.

* Created players with nationality set to “Free” can be registered with any team, but cannot be registered on more than one team.

* The names of players who do not meet the selection conditions will be dark.

Edit Club Teams

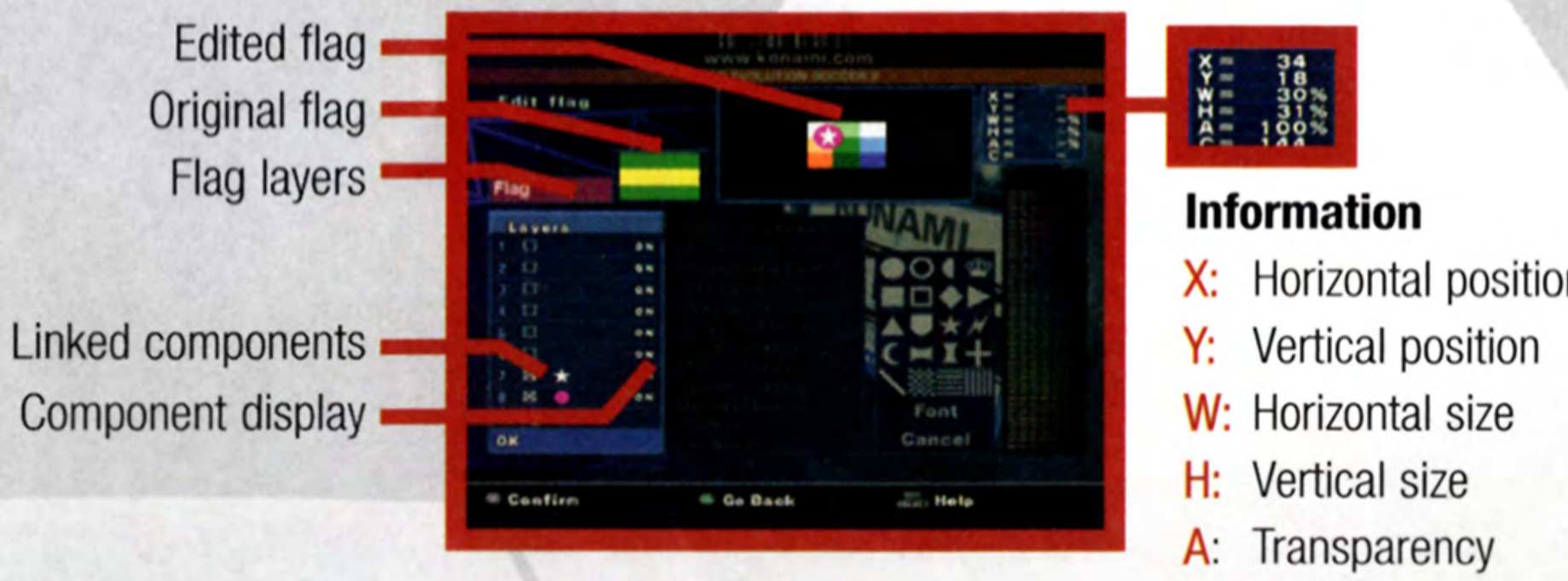
Edit the name, strip, flag and other parameters for teams used in the Master League. Any changes made here will be effective in all Modes.

GAME MODES/Edit Mode

Flags

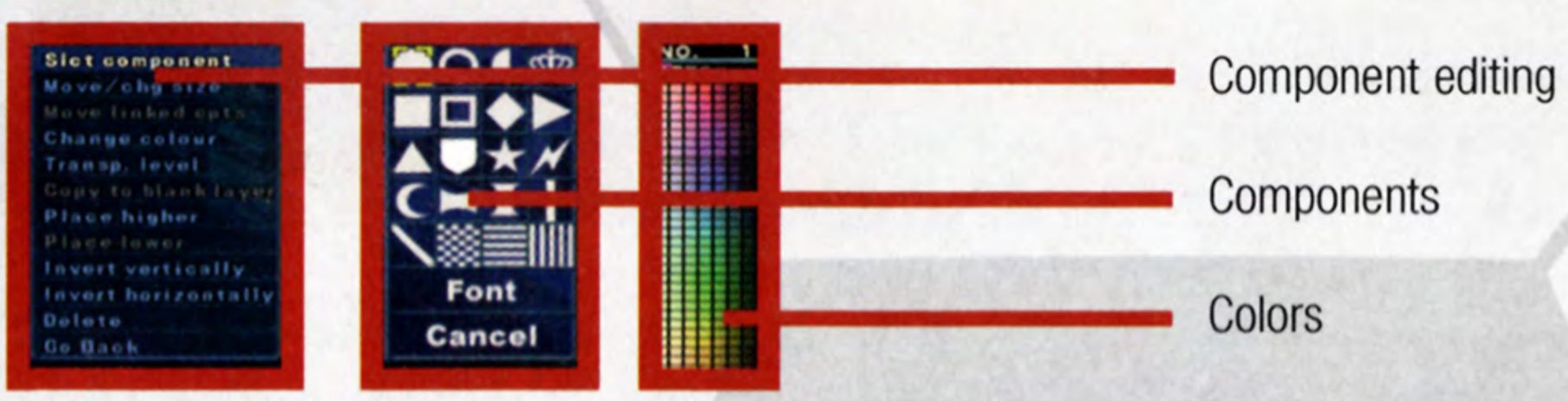
Edit team flags. Select "Use Default" to return the flag to its original state. The default flags cannot be edited. It is possible to create original flags by setting background colors and placing different flag components on top (up to a maximum of eight layers). The background is divided into nine parts (3 rows x 3 columns), which can be individually colored. The type, position, size, color, transparency, priority level and vertical/horizontal inversion settings can be changed for each of the flag components. Colors can be chosen from a selection of 266 colors.

Flag Editing Screen



Information

X: Horizontal position
Y: Vertical position
W: Horizontal size
H: Vertical size
A: Transparency
C: Color number



Layers: Layers are assigned priority levels (level one is displayed uppermost.)
Parts: Only one layer can contain text.
Links: Linked
Not linked

By linking components together, it is possible to move multiple components together.

Team Strip

Edit the team strip. To return strips to their original state, select "Default Strip" on the Select Strip to Use screen. Goalkeeper strips/ default strips cannot be edited.

Pattern Setting

Alter the lines and patterns on the strip.

Color Settings

Alter the color of the strip and captain's mark.

Player Number Settings

Change the color of the player number on the shirts and shorts.

Team Names

Team names can be written in English or in three-letter codes.

Team Colors

Change the team's image color. This affects the color of the seats in the stands.

Stadiums

Change the home stadium.

Option File

Edited data is saved in the Option File. It is also possible to load Edited Data that has been saved in the Option File.

Edited Data Manager

Load player names, parameters and other data from a friend's Player Data/Edited Club Team Data and copy it into your own Option File.

Items that can be copied from the Player Data

Player data

Player names, appearance settings and other parameters.

Edited Club Team Data

Flags, strips and team information

Items that cannot be copied

Edited players cannot be copied.

Copying Data

There are several methods of copying data. Select from Copy Only to Default Areas, Copy All, Copy Selected Items, Copy Selected Teams

Saving Data

Copied data will be lost when the power is turned OFF. It is therefore necessary to save copied data in the Option File. By loading the Option File, it is possible to restart a game from the place where the data was last saved, even if the system is reset.

Auto-Save
Turn the Option File Auto Save function ON/OFF. This setting will be invalid if the Option File is not loaded/saved when the system is started up.

Load Option File
Load the Option File from the memory card (8MB) (for PlayStation®2) to change game settings. All the settings will change to the loaded settings.

Save Option File
Save the current settings in the Option File on the memory card (8MB) (for PlayStation®2).

Copy Saved Data
Copy game data saved to the memory card (8MB) (for PlayStation®2).

Delete Saved Data
Delete game data saved on the memory card (8MB) (for PlayStation®).

Button Configuration
Change the controls during matches, pass settings and other parameters.

Sound Settings
Changes settings of various sounds. SE, volume controls of the commentary, and changing language of the commentary.

Cup Gallery
View the cups won by the player team.

Replay/Playback
Play saved replay data.

GAME MODES/Continuing A Saved Game

Loading Data

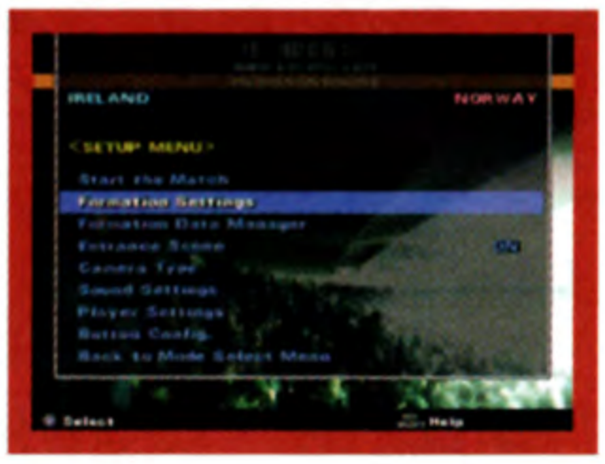
Insert a memory card (8MB) (for PlayStation®2) containing saved game data into MEMORY CARD slot 1. Once the Game Mode has been selected, select "Load Data". Select the required game data to continue play from the place the data was saved.

Loading Environment Settings

Load environment settings from the Cup Mode saved data. Team combinations and other parameters will be loaded. Participating teams, number of players and other details can be altered at any time.

MATCH SETUP

It is possible to set up a wide range of parameters before matches start. Select the item to alter with up/down on the directional button. Alter the settings with right/left on the directional button, and then enter the new settings with the ⊗ button. Use the △ button to cancel the selection. The formations and strategies that are normally used are used as the starting settings. Edited formation/strategy data that has been stocked using the Copy Formation option from Formation Setup will be automatically loaded when the Formation Screen is accessed.



Formation/Strategy Settings

The team formation can be altered even while a match is in progress by pressing the START button to display the Pause Screen.

L1/R1 buttons: Switch display

Player number/Position

Player stamina/
Condition during games

Cards

Kicker display

L2/R2 buttons:
Switch display Formation

Player number

Attacking Attitude

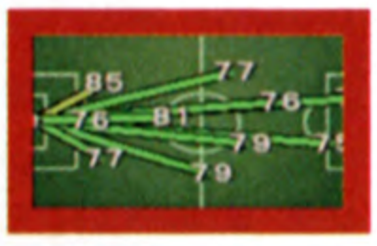
MATCH SETUP

Substitutions

Select the player to be replaced and then substitute player with the ⊗ button. The substitution will take place the next time the ball is out of play. The names of players who have received a red card or accumulated too many yellow cards and are not eligible to play will be dark. These players cannot be selected. Use the L2/R2 buttons to switch the parameters. Use the ◯ button to switch the Cooperation Screen display ON/OFF.

Cooperation Displays

Cooperation level (%)



Cooperation Lines

Formation

USER: Able to stock up to 3 formations after editing positions.
DEFAULT: Changes the formation to the default setting.

Positions

CF (Center Forward): Takes shots in front of the goal.
WG (Winger): Creates scoring opportunities by dashing up the sides.
OMF (Offensive Mid-Fielder): Initiates attacking motions from the upper mid-field.
SMF (Side Mid-Fielder): Initiates attacking motions from the sides.
CMF (Center Mid-Fielder): Provides well-balanced attacking and defensive motions.
DMF (Defensive Mid-Fielder): Defends in the lower mid-field. Can also initiate attacking motions.
SB (Side Back): Guards the sides of the pitch. Can also take part in attacking motions by moving forward.
CBT (Center Back Stopper): Stops attacks made by the opposing team in front of the goal.
CBW (Center Back Sweeper): Rearmost defensive player who is not assigned to mark a particular opponent.
GK (Goalkeeper): Guards the goal.

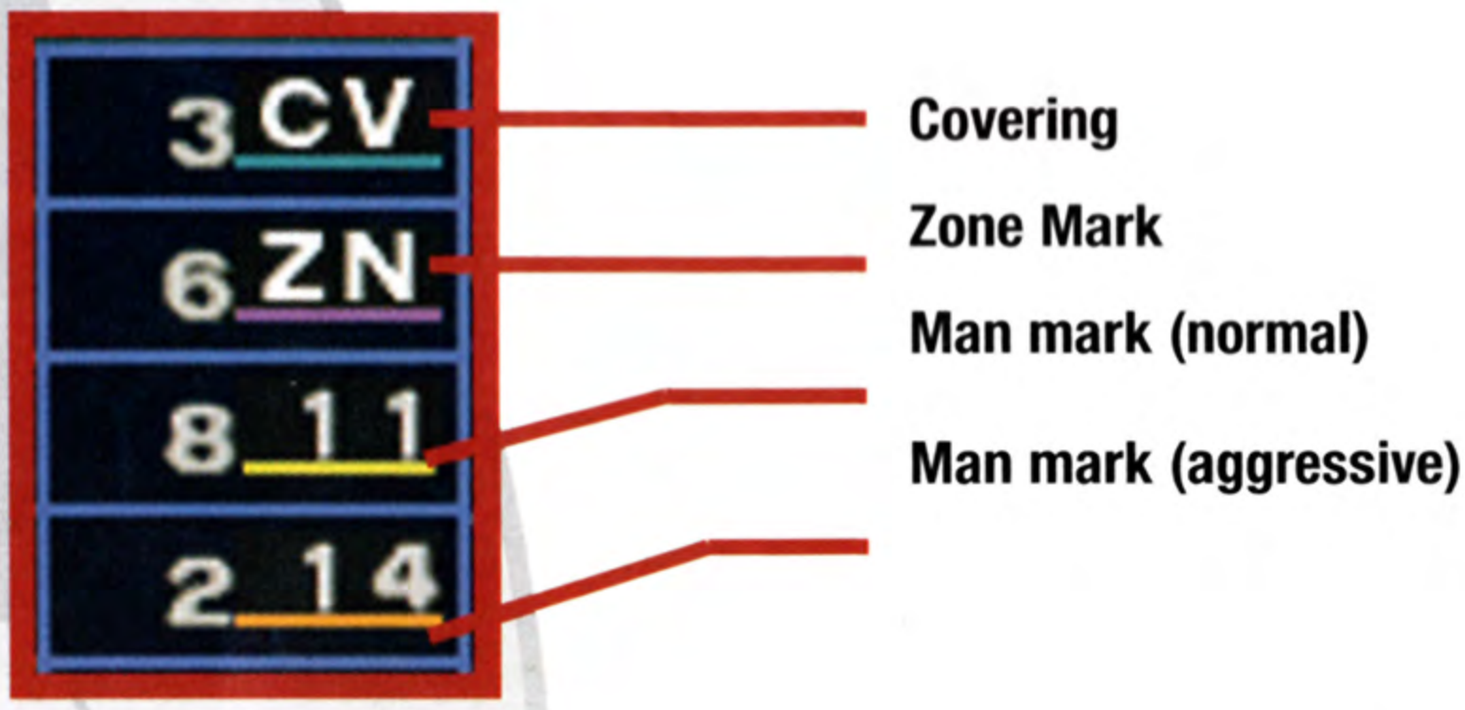
Defense Type

Change a player's defense type. Move the cursor to the player whose type is to be changed and press the ⊗ button to display the available defense types.

Covering: Guards an area of the pitch rather than a particular player.

Zone Mark: Stays with any opposing player who enters his zone, and stops when they move far away.

Man mark: Marks a particular opposing player.



Attacking attitude

Manual: Set each player individually. Move the cursor to the player whose attacking attitude is to be changed, enter the selection with the ⊗ button, and then make the necessary changes using left/right on the directional button. One of two attacking directions can be chosen for the goalkeeper, and one of eight attacking directions can be chosen for all other players.

Defensive: Set the whole team to a defensive stance.

Balance: Set the whole team to a balanced offensive/defensive stance.

Offensive: Set the whole team to an offensive stance.

Normal: Return all of the players' attacking attitude levels to the default settings.

MATCH SETUP

Setting Strategies

A maximum of four game strategies can be set. There are two Strategy Modes: Semi-Automatic and Manual. In Semi-Automatic Mode, one of the four strategies is executed by the player, and the other three are executed automatically. The strategies are executed by pressing the L2 button. In Manual Mode, the player executes all four strategies. A strategy is assigned to each of the ○, ✕, △ and □ buttons, and these strategies are executed individually during matches by pressing the relevant button together with the L2 button. The names of the strategies are not displayed during matches, so it is necessary to remember which strategy is assigned to which button. All four strategies can be executed at the same time.

Strategy Settings

NO STRATEGY

NORMAL: Strategy balanced between offense and defense.

CENTER ATTACK: Players move towards the center of the pitch and attack aggressively through the center.

RIGHT SIDE ATTACK: Players move towards the right-hand side of the pitch and aggressively try to outflank their opponents in the right field.

LEFT SIDE ATTACK: Players move towards the left-hand side of the pitch and aggressively try to outflank their opponents in the left field.

OPPOSITE SIDE ATTACK: Positions players on the opposite side of the pitch to where the action is taking place to facilitate side changes.

SIDE CHANGE: Left and right sides of the formation switch places to confuse the opposing team.

CENTER BACK OVERLAP: The center back takes part in the attack on goal.

ZONE PRESS: Players move towards the ball.

COUNTERATTACK: Attacking players remain near the opponent's defense line.

OFFSIDE TRAP: Moves the defense line up-field.

FORMATION 1/2: The team formation can be changed to a preset formation.

* When both Formations 1 and 2 are selected, Formation 1 will be used.

Attack/Defense (A/D) Level

This is displayed below the players' nameplate during matches. The Attack/Defense level can be set to one of five levels to adjust each player's overall sense of attack and defense.

There are four types available: Manual (L2 button + R1 button/R2 button), Auto-defense, Normal and Auto-offense.

Adjusting Attack/Defense Level

Increasing the level during attacking plays causes the defenders to push further up the pitch and take part in attacks. Decreasing the level helps to prevent counter attacks.

Increasing the level during defensive plays causes players to move proactively to take the ball, and cut off the areas to which the opponents can pass the ball. Decreasing the level puts a larger number of players on the defensive around the goalmouth. This enables the player to control the defense line.

Raising the level to the maximum during either offensive or defensive plays will make all players either attack or defend, regardless of the individual aggressive or defensive characteristics assigned to them. In such cases, players who have been set with defensive characteristics may also move up the pitch in attacking plays.

Kicker Selection

Selects players to take free kicks (short/long), corner kicks (from left/right) and penalty kicks.

P.K. Penalty kick
CK: Corner kick — L: Left corner, — R: Right corner
FK: Free kick — S: Short — L: Long

Captain Selection

Select the team captain.

MATCH SETUP

Copying Formations

Data currently in use

Saved data

Save/load edited formations and strategies in sets of ten units. The data loaded for each home and away team can be edited and used in matches by selecting “Copy Formation” from the menu. Formation data selected with the ⊗ button will be copied to the location where the ⊗ button is pressed for a second time. Formation data currently in use can be saved by copying the present settings to another location. Data that has already been saved can be copied into the present settings for immediate use. (Formation data can be copied if both the copy source and the copy target are set as one of the ten available formations.) When the Formation screen is displayed before the teams enter the stadium (with the exception of League Mode, Masters League Mode and Training Mode), if data for the player team exists in one or more locations among the ten available formations, the data with the lowest number will be automatically loaded and used for the match.

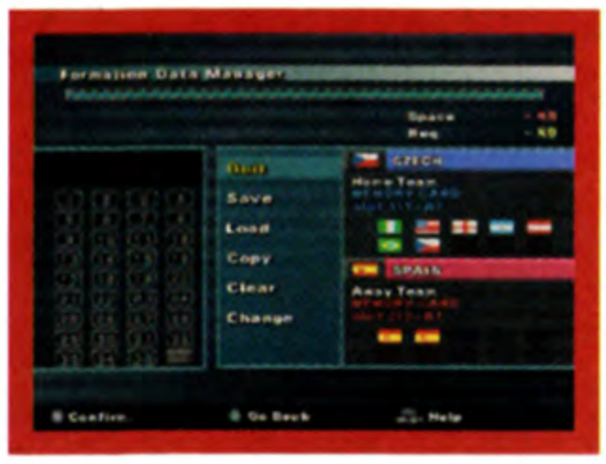
Stocking Current Formation

(League Mode, Master League Mode)

Formation data from International League and Master League games is stocked in the Current Formation Details area. Unlike data saved using the Formation Copy function in Formation Settings, formation details saved here are stocked within the Master League Data itself. If games are continued using Master League Data saved to the memory card (8MB) (for PlayStation®2), the stocked formation data will be automatically loaded

Formation Data Manager

Save/load ten units of formation data stocked using the Formation Setup function.



Quit: Exit Formation Data Manager.

Save: Save ten units of home/away formation data stocked using the Formation Setup function together on the memory card (8MB) (for PlayStation®2).

Load: Load ten units of home/away formation data saved on the memory card (8MB) (for PlayStation®2).

Copy: Copy ten units of formation data stocked for the home team to the away team, and vice versa.

Clear: Delete ten units of stocked home/away formation data.

Switch: Swap ten units of formation data stocked for the home team with ten units of formation data stocked for the away team.

Precautions When Using MEMORY CARD Slots

The MEMORY CARD slot used for saving and loading procedures differs depending on the situation. Check the on-screen instructions to determine which MEMORY CARD slot is to be used.
MEMORY CARD slot 2 (2-A) is used in the following cases:

- When saving/loading away team formation data for matches played in Match Mode.
- When saving/loading Team 2 formation data for Master League Data matches played in Match Mode.

Entrance Scene

Set whether the team's entry onto the pitch is shown or not.

DURING THE MATCH/The Game Screen

Display settings can be altered by selecting "Change Display" from the Pause Menu.

Adjusting Attack/Defense Level

L2 button + R1 button: Moves the level towards attack.

L2 button + R2 button: Move the level towards defense.

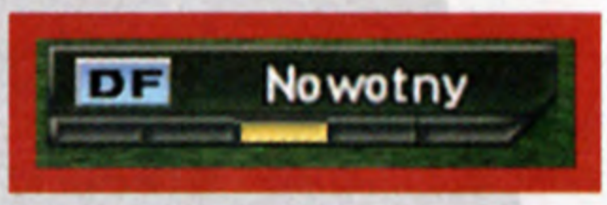
Other Displays

Players who have received yellow cards

The number over the cursor will be displayed in yellow for players who have received a yellow card.

Shooting gauge

A mark behind the shooting gauge will indicate the optimum level for the gauge when taking corner kicks and free kicks.



Penalty Kick Matches

Pause Menu (during matches)

Resume Match

Cancel Pause Mode and return to the game.

Formation

Access Formation Setup (see P.38) and the Formation Data Manager (see P.43). In League Mode, change the Stock Current Formation settings (see P.42).

Select A Kicker

Select the player to kick or throw the ball.

Player Settings

Set the speed the player cursor switches between players.

Camera Type

Select the Camera Pan Angle/camera type for the camera in front of the goal.

Screen Settings

Change display settings for the radar screen, nameplate, time, score and Strategy Screen.

Sound Settings

Select the volume of SE, BGM, and commentary, and the commentary language.

Button Configuration

Change the button configs or selecting the controls of passing.

Quit Match

Quit Match and return to Main Menu.

DURING THE MATCH

Pause Menu (in Training Mode)

Menu items are basically the same as during the matches.

Formation

Press the START button on the Formation Screen to control the reserve players. Up to 11 players on the reserve team can take part in training. Select "Substitute Player" for the reserve team, select the players who are to participate or be removed from training, and press the ⊗ button to confirm the selections. Formation and strategy settings can also be altered. To exchange players with the starting member team, select "Substitute Player" for the starting member team, and then move the cursor down. Reserve team players will be displayed at the bottom of the list. Follow the normal procedure for player substitutions to exchange players with the starting member team.

Training Menu

Choose from offense training, shooting practice, free kicks and set plays.

Environment Settings

All settings can be changed, with the exception of the season/weather.

Rest

Breaks allow players to recover expended stamina.

Return to Club House

End training and return to the Club House.

Saving data to the Memory Card (8MB) (for PlayStation®2)

Game settings and progress in each Game Mode can be saved to a memory card (8MB) (for PlayStation®2).

To save data to a memory card (8MB) (for PlayStation®2), the following available space is required.

Memory Card (8MB) (for PlayStation®2) Space Requirements

O: Option File: 236KB or more
M: Master League data: 350KB or more
C: Cup data: 129KB or more
L: League data: 127KB or more
◈: UMBRO P.T.C. Data:110KB or more
F: Formation data: 43KB or more
R: Replay data: 301KB or more

MEMORY CARD slot 1 (1-A) is used for saving data (with some exceptions, detailed below).

Insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1. With the exception of the Option File, the save/load screen will be displayed when “Save” or “Load” is selected. Select the location in which the data is to be saved with the directional button, and then press ⊗ to enter the selection. Data can only be saved in empty spaces or over data of the same type.

To save data over a different type of data, the unwanted data must first be deleted in Delete Mode before saving the new data.

Use the ▣ button to switch between Save Mode and Delete Mode.

Press the △ button to return to the previous screen.

*Only one Option File can be created per memory card (8MB) (for PlayStation®2). A maximum of 35 sets of other data can be created.

MEMORY CARD/Saving Data

Memory Card

Master League EXTREME

When starting a new game in the Master League with the EXTREME level of difficulty, Game Data must be saved to the memory card (8MB) (for PlayStation®2).

Using MEMORY CARD slot 2 (2-A)

MEMORY CARD slot 2 (2-A) is used in the following cases:

- When saving and loading away team formation data for matches played in the Match Mode.
- When loading Team 2 data for Master League Data Matches played in Match Mode, and when saving/loading Team 2 formation data for Master League Data Matches played in the Match Mode.
- When using the Edited Data Manager in Edit Mode to load a friend's Option File from a memory card (8MB) (for PlayStation®2).

Data saved in the Option File

The following data is saved in the Option File:

Environment settings for Exhibition Matches: Weather, match time, level, match format, etc.

Match settings: Controller settings, camera angles, screen displays, etc.

Edited data: Player Data, Edited Club Team Data, etc.

Game Options: Button configuration, sound settings, etc.

MEMORY CARD/Saving Data

Option File

Although it is possible to play the game without the use of an Option File, the Option File contains saved game environment settings, cup data, edited data and other parameters, so saving an Option File to a memory card (8MB) (for PlayStation 2) is recommended. MEMORY CARD slot 1 (1-A) is used for saving and loading the Option File. The system will automatically attempt to load the Option File when the game is started, so ensure that the memory card (8MB) (for PlayStation®2) that contains the Option File has been inserted into MEMORY CARD slot 1 (1-A) before turning on the power. The Option File will be automatically loaded. The game will automatically create an Option File if one does not already exist. A warning message will appear if a memory card (8MB) (for PlayStation®2) has not been inserted or the card inserted does not contain sufficient available space. In this event, follow the on-screen instructions. Also, note that a minimum of 236KB of available space is required on the memory card (8MB) (for PlayStation®2) in order to save the Option File. Once the Option File has been loaded/ saved, any changes made during the game will automatically be saved to the memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1 (1-A). The Option File Auto Save function can be turned ON/OFF by selecting Option File Auto Save Settings on the Game Options Screen.

Auto Save

The game includes two auto-save options: Option File Auto Save and Game Data Auto Save (League Data, Cup Data, Master League Data, UMBRO P.T.C. Data.) Note that different data is saved in each of these cases. Option File Auto Save can be turned ON/OFF from the Game Options screen or with the Option File Settings in Edit Mode. Game Data Auto Save can be turned ON/OFF from each Game Mode menu.

Copy Saved Data

It is possible to copy data saved in locations 1 to 35 on the memory card (8MB) (for PlayStation®2) to another location, as long as that location is either empty or contains the same type of data. To save data over a different type of data, the unwanted data must first be deleted in Delete Mode before saving the new data. Location 36 on the memory card (8MB) (for PlayStation®2) is used for the Option File and cannot be copied.

Delete Saved Data

Delete data saved in locations 1 to 36 on the memory card (8MB) (for PlayStation®2).
(The Option File can also be deleted.)

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NOTES

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GAME CONTROLS/Basic Controls

Attack! Basic Offense Controls

Defend! Basic Defense Controls

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